SONY

Integrated Telephone Answering Machine

Operating Instrucrions

IT-A4000

Owner's record

The model and serial numbers are located at the bottom of the phone.
Record the serial number in the space provided below. Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. IT-A4000 Serial No. _____

Warning

To prevent fire or shock hazard, do not expose the set to rain or moisture.
To avoid electrical shock, do not open the cabinet.
Refer servicing to qualified personnel only.

Caution

Be sure to put alkaline batteries into your telephone before you use it; otherwise, all the programmed data will be erased if a power interruption occurs.

TELECOMMUNICATIONS HELPLINE
(201) 391-6111

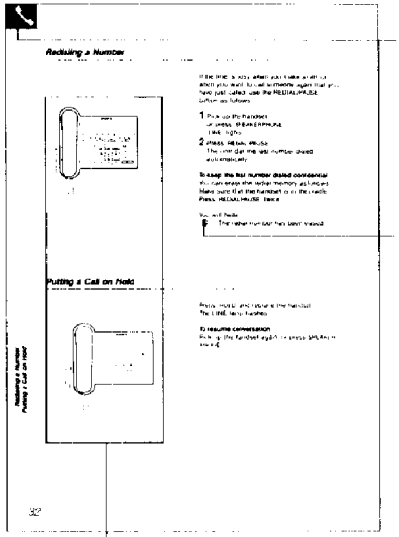
PLEASE CALL US WITH YOUR QUESTIONS AND COMMENTS ON SONY TELEPHONE PRODUCT.

CAUTION: TO REDUCE THE RISK OF FIRE OR INJURY TO PERSONS BY BATTERY, READ AND FOLLOW THESE INSTRUCTIONS.

1. Use only the following type and size batteries: R6 (SIZE AA) × 4
2. Do not dispose of the batteries in a fire.
   The cell may explode. Check with local codes for possible special disposal instructions.
3. Do not open or mutilate the batteries.
   Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
4. Exercise care in handling batteries in order not to short the battery with conducting materials such as rings, bracelets, and key. The battery or conductor may overheat and cause burns.
5. Do not attempt to recharge the batteries provided with or identified for use with this product. The batteries may leak corrosive electrolyte or explode.
6. Do not attempt to rejuvenate the batteries provided with or identified for use with this product by heating them. Sudden release of the battery electrolyte may occur causing burns or irritation to eyes or skin.
7. When replacing batteries, all batteries should be replaced at the same time. Mixing fresh and discharged batteries could increase internal cell pressure and rupture the discharged batteries.
8. When inserting batteries into this product, the proper polarity or direction must be observed. Reverse insertion of batteries can cause charging, and that may result in leakage or explosion.
9. Remove the batteries from this product if the product will not be used for a long period of time (several months or more) since during this time the battery could leak in the product.
10. Discard "dead" batteries as soon as possible since "dead" batteries are more likely to leak in a product.
11. Do not store this product, or the batteries provided with or identified for use with this product, in high-temperature areas. Batteries that are stored in a freezer or refrigerator for the purpose of extending shelf life should be protected from condensation during storage and defrosting. Batteries should be stabilized at room temperature prior to use after cold storage.

How to use this manual

The following is the standard page layout of this manual.



The pages with these marks contain the explanations of:

- Telephone answering machine
- Remote control functions
- Normal telephone functions

This unit has a voice guidance. Follow the guidance to operate this unit. In this manual, phrases in quotation marks following the mark will be announced by the unit.

Note on voice guidance
Make sure to carry out the operation after listening to the guidance.

This area shows the operating steps and the buttons and/or keys to be used.

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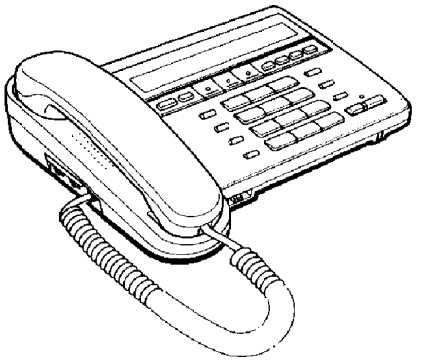
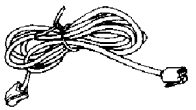
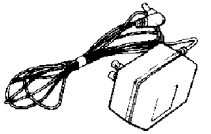
Telephone and handset



Connecting line cord

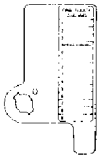


AC power adaptor (AC-T36)

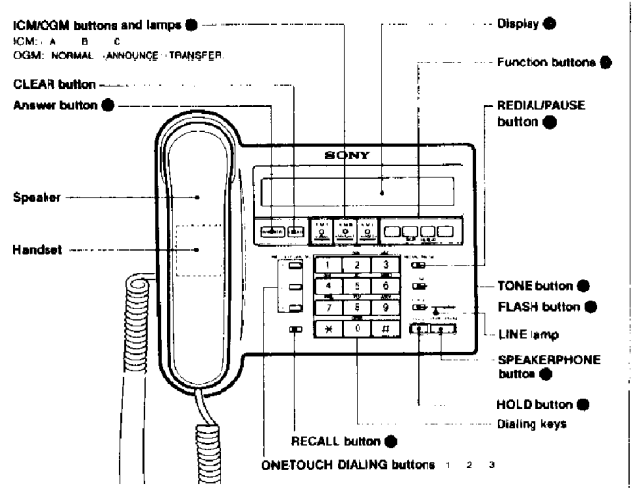


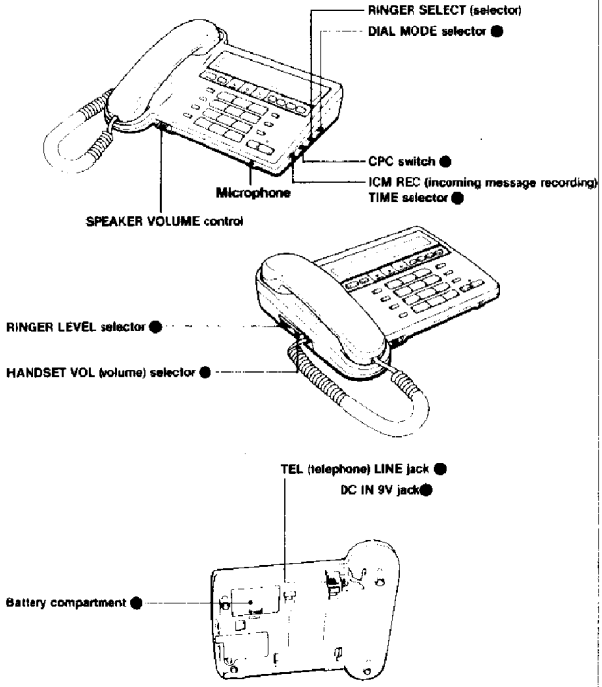
Wall mounting bracket and screws

Directory

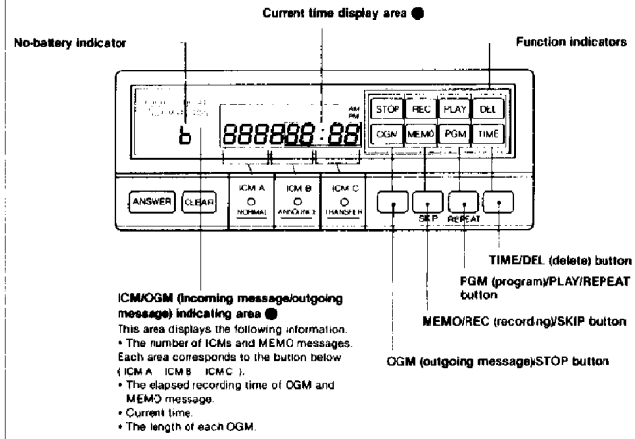


See the pages in ● for reference.

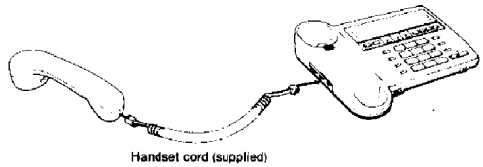



RINGER SELECT (selector)
DIAL MODE selector
CPC switch
ICM REC (incoming message recording)
TIME selector
Microphone
SPEAKER VOLUME control
RINGER LEVEL selector
HANDSET VOL (volume) selector
TEL (telephone) LINE jack
DC IN 9V jack
Battery compartment

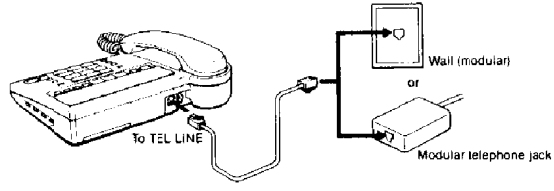
Display


Current time display area
No-battery indicator
Function indicators
STOP
REC
PLAY
DEL
OGM
MEMO
PGM
TIME
ANSWER
CLEAR
ICM A
ICM B
ICM C
NORMAL
ANNOUNCE
HANDSET
SKIP
REPEAT
TIME/DEL (delete) button
PGM (program)/PLAY/REPEAT button
MEMO/REC (recording)/SKIP button
OGM (outgoing message)/STOP button
ICM/OGM (incoming message/outgoing message) indicating area
This area displays the following information.
• The number of ICMs and MEMO messages. Each area corresponds to the button below (ICM A ICM B ICM C).
• The elapsed recording time of OGM and MEMO message.
• Current time.
• The length of each OGM.

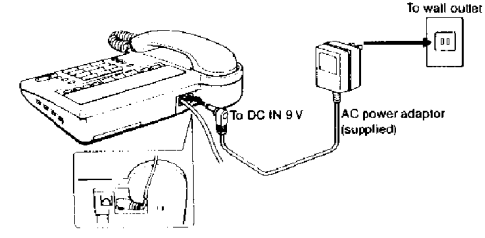
1 Corded Handset Connection



2 Telephone Line Connection.



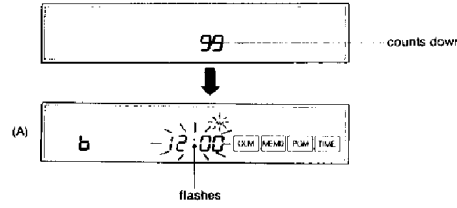
3 Power Connection



When you connect the supplied AC power adaptor as illustrated above

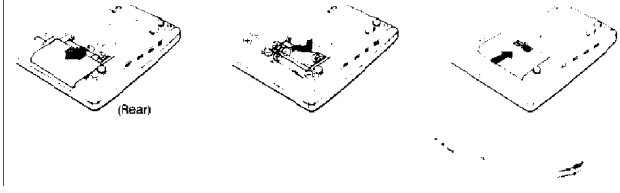
"Please wait one moment."

The indication in the display counts down from 99 until the unit gets ready. (You can not operate this unit during the count down.)



4 Installing Batteries for Memory Backup and Dialing Backup

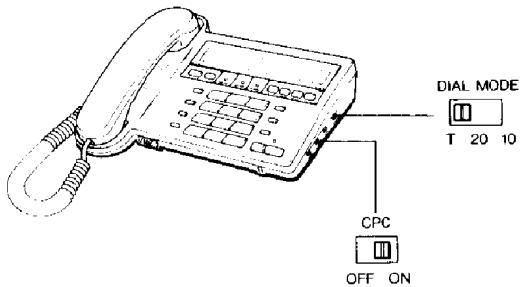
Insert 4 size AA (R6) batteries.



Notes

- Use only the supplied AC power adaptor.
- If your telephone outlet is not a modular type, you need to modify it. Please contact your telephone company for assistance.
- If the unit does not work even though the AC power adaptor is connected to a wall outlet, disconnect it, and after a few moments, reconnect it firmly.
- Change batteries regularly at least once a year. If you use the unit without batteries or if batteries are weak, all programmed data will be erased and the telephone answering function will not activate when a power interruption occurs. If all data are erased, the display (A) in step 3 appears.
- When batteries are fully charged, they last for 1 hour (when alkaline batteries are used) as backup during a power interruption.
- Do not disconnect the AC power adaptor while changing batteries, or all the memories will be erased.
- Be sure to put alkaline batteries into your telephone before you use it; otherwise, all the programmed data will be erased if a power interruption occurs.

DIAL MODE Selector Setting (pulse or tone)



If you do not know whether your telephone service is pulse or tone, find out by the steps below. The selector is preset to T (tone).

1 Confirm that the DIAL MODE selector on the right side of the unit is set to T.

2 Make a trial call.
If **the call is connected**, you have tone service. Leave the selector at T.
If **not connected**, set the DIAL MODE selector to 20 and go to step 3.

3 Make a trial call.
If **the call is connected**, you have 20 pulse dial service.
If **not connected**, set the selector to 10.

Setting the CPC Switch

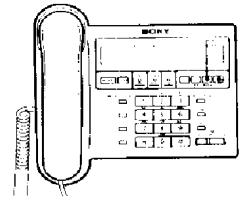
The CPC switch (see the illustration above) is useful to maximize the message recovering time available. Whenever the unit senses the hang-up click, the unit stops recording.
ON: To let the unit sense the hang-up click and stop recording the message.
OFF: Not to let the unit sense the hang-up click. In this case, a tone may be recorded after the caller stops talking.

Note

If you subscribe to "call waiting service," set the CPC switch to OFF. If set to ON, your caller may be cut off midway through recoding his/her message if another call comes in.

Setting the Current Time

Set the current day of the week and the time before using this unit. Once you set them, the unit records the day and time of each incoming message.



1,7 PGM button

2,4,6 TIME button

1 Press PGM .
2 Press TIME .
"Enter 1 for Sunday, 2 for Monday, etc."
3 The keys (1 – 7) correspond to the days of the week as follows. Press the appropriate key.
1 Sunday 2 Monday 3 Tuesday 4 Wednesday 5 Thursday 6 Friday 7 Saturday
"Saturday", if you pressed 7 .
If you pressed the wrong key, press the correct key.
4 Press TIME .
"Enter the time."
5 Press the dialing keys according to the current time.
For single digit hour, be sure to press 0 first.

[Example]
Current time 6:45 PM

The keys to press 0 6 4 5

6 Press TIME .
"Enter 1 for AM, 2 for PM."
If you pressed the wrong key, press the other correct key.
7 Press PGM .
The unit announces the day of the week and the time of your setting.

[Example] "Saturday, six forty five, pm."

If there was something wrong with your operation, the unit announces, "The operation is incorrect." Start again from the beginning.

To check the current time
Press TIME .
The present day of the week and the time will be announced.

Notes

- Make sure the handset is on the hook.
- If you have made an error and need to start over, press CLEAR .
- If you pause for 20 seconds at any time during a setting sequence, all settings will be canceled. Start again from the beginning.
- If you have not programmed the current time and press TIME , the unit announces, "Sunday, 12:00 AM."

This unit has three different kinds of answering modes. You can choose the function by pressing the corresponding ICM/OGM button.

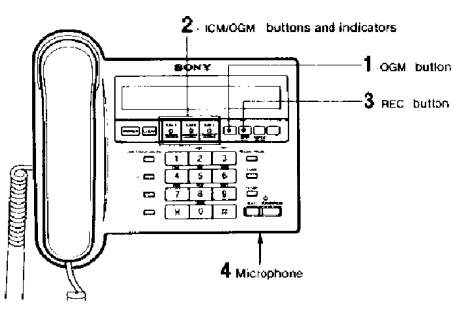
ICM/OGM Button	Mode and Function
NORMAL	Normal answer mode. The unit answers and records the incoming message.
ANNOUNCE	Answer only mode. The unit answers the incoming call, but no messages will be recorded.
TRANSFER	Transfer mode. The unit calls a pre-programmed number to forward recorded messages. On transfer mode, see the section "Message Transfer" (page 25) for details.

For normal answering machine operation, select the recording time of the incoming message first using the ICM REC TIME selector.

Selector setting	Description
4M	Allows up to 4 minutes per message.
1M	Allows up to 1 minute per message.

Recording Your Outgoing Message (OGM)

To use the answering function, the unit must have outgoing messages (OGM). To record your messages, follow the steps in next page.



1 Press OGM.
All the ICM/OGM indicators light.
In the display, each ICM/OGM indicating area shows you the length of the message you are recording.
When no OGM is recorded, the display will be as follows.

Example:

2 Press the ICM/OGM button (NORMAL or ANNOUNCE) for which you want to record your outgoing message.

3 Press REC.
"You may record outgoing message. Start after the tone."

4 Speak into the microphone.
The elapsed recording time appears in the corresponding display area.

On OGM recording time

- For NORMAL or ANNOUNCE, you can record messages as long as there is room in memory. If the recording extends beyond 99 seconds, the number "99" will flash in the display.
- Note that the OGM messages and ICM messages are recorded in the same area. The total recording time is 16 minutes. As the OGM message gets longer, the recording area for ICM messages becomes shorter.

If the memory gets full, the following display appears, and the recorded messages will be played back.

To playback your OGM
Start from step 1, and press PLAY at step 3 instead of REC.

To erase your OGM
Start from step 1, and press DEL at step 3 instead of REC.

Note

Make sure to erase the message first before you record a new one. You cannot directly overwrite an existing OGM message.

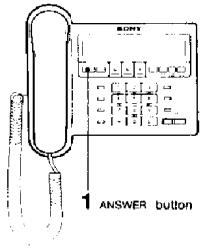
On Prerecorded messages

Each area has prerecorded outgoing messages as shown in the following table.

Function	Prerecorded messages
NORMAL	Hello, I'm unable to answer your call right now. Please leave your name, number and messages after the tone.
ANNOUNCE	Hello, I'm unable to answer your call right now. Please call again. Thank you.

If you do not record your own messages, the unit will automatically use the above messages.

Setting the Answering Mode



NORMAL answer phone mode

1 Press ANSWER.
The ANSWER button lights.
The unit is in the NORMAL answer mode.

To turn off the NORMAL answer mode
Press ANSWER again.

Notes

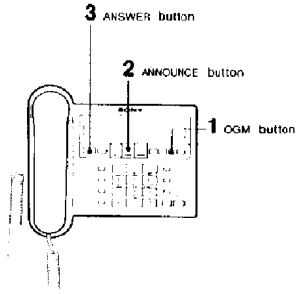
- If the memory storage becomes full when recording the incoming message in the normal answer mode, the unit automatically enters the announce only mode. In the display, the "FULL" indication appears.
- If you press ANSWER when the memory is already full, you will hear, "No message will be recorded. Please erase messages." Erase the message at first (see page 19).

Separating incoming messages

When more than one person receives messages on this unit, you can separate the ICMs to three memory area segments by using this function.
If the caller follows the steps below, the messages will be recorded in the desired memory area. To use this function, you must include the directions for the caller in your outgoing message.
This function is available only when the caller uses a pushbutton (touch-tone) phone.
The caller must carry out the following operation either during:
- listening to the NORMAL message.
- during, or at the end of his/her message.

To record the message in:	Press:
ICM A	* 1
ICM B	* 2
ICM C	* 3

Example OGM: "If you would like to leave a message for John, press * 1 before your message. To leave a message for Jane, press * 2. For Judy, press * 3."



ANNOUNCE only mode

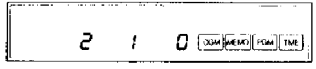
1 Press OGM.
2 Press ANNOUNCE.
3 Press ANSWER.
ANNOUNCE indication appears in the display.

To turn off the ANNOUNCE only mode
Press ANSWER again.

Message counter

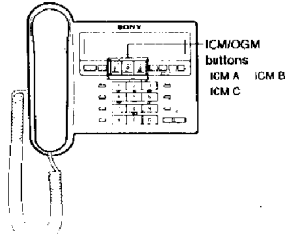
If any messages are recorded, the OGM/ICM indication flashes and the corresponding area in the display shows the number of messages. Once the unit plays back all the messages in the area, the flash stops.

Example:



In the example display above, you have 2 messages in the ICM A area, and 1 message in the ICM B area.

Playing Back Incoming Messages (ICMs)



1 Press one of the ICM/OGM buttons.
The unit plays back the recorded message. After each recorded message, the unit will announce the day of the week and time of recording.
If no messages are recorded in the chosen area, you will hear,
"You have no messages."

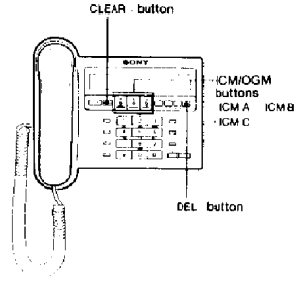
To repeat the current message
Press REPEAT during playback.

Notes

- The unit will not announce the day and time of recording if you did not set the current day and time. (See page 13 for setting procedures.)
- If you press REPEAT within 2 seconds of the beginning of the current message, playback resumes from the beginning of the previous message.

To skip a message
Press SKIP. The unit stops playing back the current message and starts playing back the next one.

To stop playing back
Press STOP or CLEAR during playback.



Erasing messages one at a time

You can erase each message while playing it back.

1 Press one of the ICM/OGM buttons to playback the incoming messages.

2 Press DEL during playback.
"I'll erase this message."
After the erasure, the unit plays back the next message.

DEL flashes at the end of the playback.
No operation is possible while DEL flashes.

Erasing all messages

In this operation, all messages in the message area will be erased at once. Make sure you have heard all the messages before erasing.

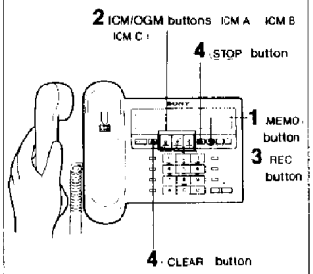
1 Press CLEAR and one of the ICM/OGM buttons.
"I'll erase all of your incoming messages."
DEL indication flashes in the display.

Example:
If you want to erase all the messages recorded in the ICM A area, press CLEAR and ICM A.

Notes

- If you try to erase a message that has not been played back, you will hear, "Please playback the messages."
  Playback the messages first before erasing them.
- You cannot carry on any operation while DEL flashes.

Recording a Conversation in Progress



While you are talking on the phone, you can record the conversation by pressing MEMO as follows. You cannot record a conversation if you are talking through the speakerphone.

1 Press MEMO while talking.
All the ICM/OGM lamps light

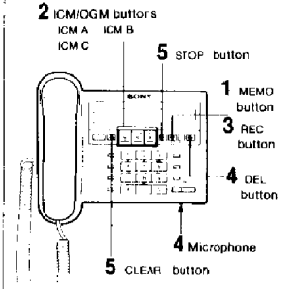
2 Press one of the ICM/OGM buttons (A , B or C) that you want to record the conversation on.

3 Press REC .
Recording starts.

4 To stop recording, press STOP or CLEAR .
The recorded conversation will be counted as an incoming message.

To play back a recorded conversation
Press one of the ICM/OGM buttons which you pressed in step 2 (A , B or C).
The unit plays back the recorded conversation.

Recording a Memo Message



A memo message allows you to leave messages for other users of this unit.

1 Press MEMO .
ICM/OGM indicators in the display show you the number of the messages already recorded in the area.

2 Press the ICM/OGM button (A , B or C) of your choice.
The number of the messages recorded in the area and the REC indication appear in the display.

3 Press REC .
"You may record a memo message. Start after the tone."
A short beep sounds.

4 Speak into the microphone.
If you make a mistake, press DEL and start from step 1.

5 Press STOP or CLEAR at the end of your message.

If you want to cancel recording
Press DEL .

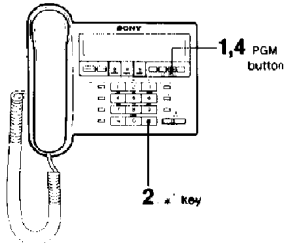
To play back the memo message
Press one of the ICM/OGM buttons which you pressed in step 2 (A , B or C).
The unit plays back the recorded memo message

To erase the memo message
Follow the same steps as "Erasing message one at a time" or "Erasing all messages" (see page 19).

Remote control operations allow you to perform the following functions from any pushbutton (touch-tone) phone.

- Play back ICM and MEMO messages (including skip and repeat operation).
- Erase the messages.
- Record an OGM.
- Set the unit into the transfer mode.
- Enter and quit the normal answer mode.

Programming your ID code



For remote control operation, you must program a three-digit ID code. Follow the steps below to program the code.

1 Press PGM.
2 Press #.
3 Press three digits number of your choice.
4 Press PGM.

Remote Operation

1 Call your phone from a pushbutton phone.
2 While the unit is answering, press # twice. The playback of the OGM stops. If the playback continues, press # until it stops.
3 Make sure that the OGM stopped, then enter your ID code.
Example:
When your ID code is 555, enter # #, then 5 5 5.

If the code is correct, you will hear "Security code accepted. Please enter # 2 # for playback, etc."

If the code is incorrect, you will hear "The security code is incorrect. Please enter again."
When the caller enters an incorrect code more than three times, the unit disconnect the line

4 Enter the control codes referring to the table below
After each operation, you will hear, "End of operation. Please enter a control code."

If the command is incorrect
You will hear, "The control code is incorrect. Please enter again."

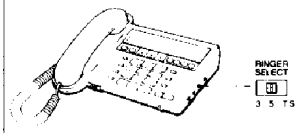
Notes

- If you enter the wrong command three times, the line will be disconnected.
- If you leave the unit for 20 seconds without entering a new command, the line will be disconnected.
- If you leave more than 2 seconds between pressing the keys, the unit cancels the previous input. Start again from step 2.
- If nothing occurs even when you enter the control code, re-enter the code until you hear any announce from the unit.

Description of Control Codes for Remote Operation

To: (function)	Press:
To repeat the message	# 1 #
To play back the messages recorded in area A	# 2 #
To play back the messages recorded in area A	# 2 1
To play back the messages recorded in area B	# 2 2
To play back the messages recorded in area C	# 2 3
To skip to the beginning of the next message	# 3 #
To erase the messages recorded in area A	# 4 #
To erase the messages recorded in area A	# 4 1
To erase the messages recorded in area B	# 4 2
To erase the messages recorded in area C	# 4 3
To set the unit to the transfer mode	# 7 #
To program the number to which messages are transferred	# 9 #
To turn off the answer mode	# 0 #
To erase the OGM recorded in NORMAL	* 4 *
To erase the OGM recorded in ANNOUNCE	* 5 *
To play back the OGM recorded in NORMAL	* 6 *
To record the OGM for NORMAL	* 7 *
To play back the OGM recorded in ANNOUNCE	* 8 *
To record the OGM for ANNOUNCE	* 9 *
To set the normal answer mode	* 0 *
To interrupt any of the above operations and wait for the next command	* *

Setting the RINGER SELECT Switch (TOLL-SAVER)



The RINGER SELECT switch allows you to vary the number of rings before the unit answers to take a message.

Toll Saver allows you to determine if you have any messages by the number of rings before the unit answers when using the remote operation.

Set the RINGER SELECT switch according to the following table.

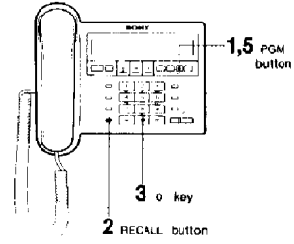
Selection of the switch	Description
3	The unit answers after 3 rings.
5	The unit answers after 5 rings.
TOLL SAVER (TS)	If any new (non-played back) messages are recorded, the unit answers after 3 rings. If no new messages are recorded, the unit answers after 5 rings. When calling to retrieve your messages remotely, you will know there are no new messages if the unit rings more than 3 times.

Message Transfer

Using this function, each time an incoming message is recorded, the unit will automatically dial the number to which the incoming message is to be transferred.

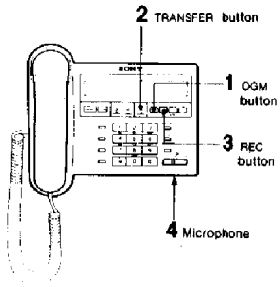
Programming the number a call is to be transferred to

Program the transfer telephone number in the 0 key of the speed dialing keys (see page 35).



1 Press PGM.
2 Press RECALL.
3 Press 0.
4 Dial the phone number you wish to program (up to 32 digits).
5 Press PGM again.

If you press the wrong button
Press DEL before step 5.
Then dial the number to be programmed again from the beginning.



Record your "Transfer message"

1 Press OGM.
2 Press TRANSFER.
3 Press REC.
"You may record outgoing message. Start after the tone."
4 Speak into the microphone.
The elapsed recording time appears in the corresponding display area.

Note

The maximum recording time for the transfer message is 10 seconds.

Example of greeting
"Hello, please call (Your name) to the phone Thank you."

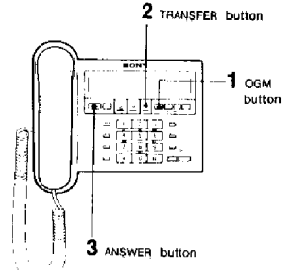
To playback your transfer message
Start from step 1, and press PLAY at step 3 instead of REC.

To erase your transfer message
Start from step 1 and press DEL at step 3 instead of REC.

Note

Make sure to erase the message first before you record a new one. You cannot directly overwrite an existing OGM message.

Pre-recorded transfer message
This unit has a prerecorded transfer message. If you do not record transfer message yourself, the unit will use the following message.
"A message has been transferred to this number. Please enter the security code."



To set the TRANSFER mode

1 Press OGM.
2 Press TRANSFER.
3 Press ANSWER.

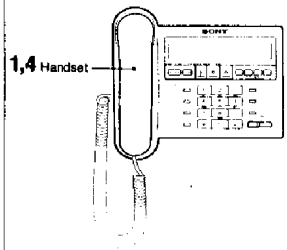
Notes

- Make sure the ID code has been programmed (see page 22).
- Make sure the transfer telephone number has been programmed (see page 25).

To playback the transferred incoming message

1 You will answer the phone at the transferred number called from your unit.
2 While the unit is playing the transfer message, press * twice.
The playback of the message stops. If the playback continues, press * until it stops.
3 Make sure that the message stopped, then enter your ID code.
4 Enter * 2 1 or * 2 2 or * 2 3. (See page 23 for the function of control code.)

Making Calls



1 Pick up the handset.
Confirm the dial tone.

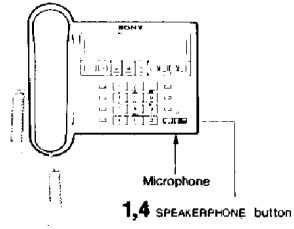
2 Dial the number.
As you press, each digit appears in the display.

3 Talk when your party answers.
You can check the approximate conversation time by watching the display. The timer starts to count about ten seconds after you dial the number.

4 Replace the handset in the cradle when finished.

Conversation time display
The conversation time changes as follows in the display.

0	Start.
1	1 second
:10	10 seconds
1-05	1 minute 1 second
1-00-00	1 hour



To make calls on SPEAKERPHONE (without picking up the handset)

1 Press SPEAKERPHONE .

2 Dial the number.

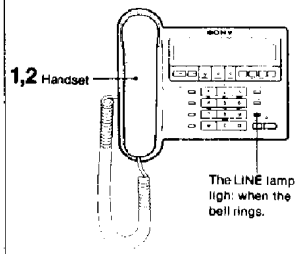
3 Speak into the microphone when your party answers.

4 Press SPEAKERPHONE when finished.

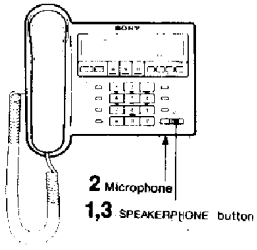
To switch from SPEAKERPHONE to handset during a call
Pick up the handset.

To switch from handset to SPEAKERPHONE
Press SPEAKERPHONE , and then replace the handset in the cradle.

Receiving Calls

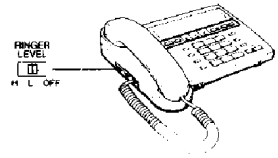


1 When you hear the ring, pick up the handset to answer.
2 When finished, replace the handset in the cradle to disconnect.

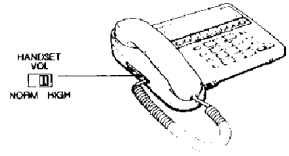


To receive calls on SPEAKERPHONE

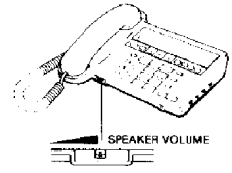
1 When you hear the ring, press SPEAKERPHONE .
2 Speak into the microphone.
3 When finished, press SPEAKERPHONE again to disconnect.



To adjust the ringer volume level
Select H (High), L (Low) or OFF on the RINGER LEVEL selector on the left side of the unit.



To adjust the volume of the handset
Select NORM or HIGH on the HANDSET VOL selector on the left side of the unit.

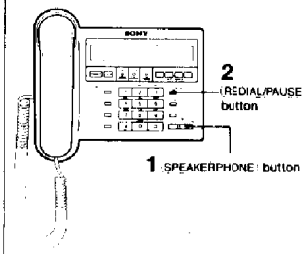


To adjust the volume of the speaker
Slide the SPEAKER VOLUME control on the front of the unit.

For the best speakerphone results

- You may not be able to hear the other person's voice in a noisy place. Use the speakerphone in a quiet room.
- Do not bring your hand or other object too close to the microphone. This will result in shrill noise (howling).
- When speaker volume is too loud, or the telephone has been placed close to a wall, you may find that the volume drops suddenly. This is due to a circuit in the telephone designed to protect against howling. In such cases, lower the volume slightly.

Redialing a Number



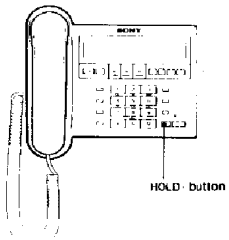
If the line is busy when you make a call, or when you want to call someone again that you have just called, use the REDIAL/PAUSE button as follows.

1 Pick up the handset, or press SPEAKERPHONE. LINE lights.
2 Press REDIAL/PAUSE. The unit dials the last number dialed automatically.

To keep the last number dialed confidential
You can erase the redial memory as follows. Make sure that the handset is in the cradle. Press REDIAL/PAUSE twice.

You will hear,
"The redial number has been erased."

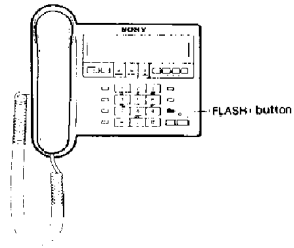
Putting a Call on Hold



Press HOLD and replace the handset. The LINE lamp flashes.

To resume conversation
Pick up the handset again, or press SPEAKERPHONE.

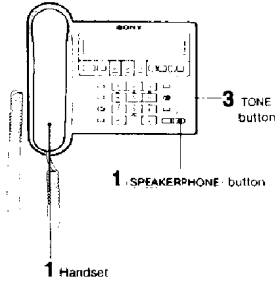
Call Waiting and Flash



1 If you subscribe to "call waiting service", press FLASH to switch from one party to another.

Note
If you do not have the call waiting service, the line will be disconnected if you press FLASH.

Using the TONE Button for Long-distance Service (For pulse-dial users)

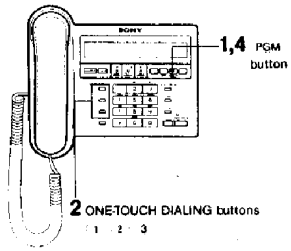


Some services, such as MCI, Sprint and other alternative long-distance companies may require the distinct tones generated by a pushbutton (touch-tone) phone. If you have pulse dial service, you can still access these services through a process called "mixed dialing".

1 Pick up the handset, or press SPEAKERPHONE.
2 Dial the access number of the service you want to use.
3 After you are connected to the service, press TONE. This operation allows your phone temporarily to emit tone signals.
4 Dial the long-distance number when instructed by the long-distance company.

Note
The TONE mode is canceled when you finish the call. You must press TONE each time you use "mixing dial".

Memory Dialing 1 (One-touch Dialing)



You can program the unit to automatically dial numbers you frequently call by using One-touch or Speed dialing.

One-touch Dialing

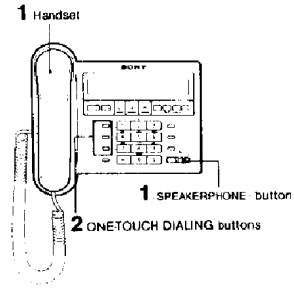
You can program three numbers with up to 20 digits each in the ONE-TOUCH DIALING buttons (1 to 3).

Programming numbers

1 Press PGM (program).
2 Select one of the ONE-TOUCH DIALING buttons (1 to 3).
3 Dial the phone number you wish to program (up to 20 digits).
4 Press PGM again.

If you press the wrong button

Press DEL before you press PGM in step 4, then start again from step 3.



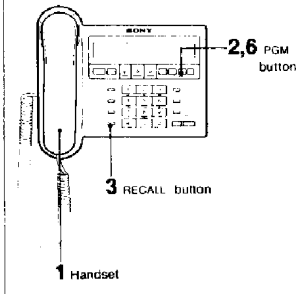
To change a programmed number

Program a new number using the procedure above.
The old number will be erased automatically.

To make a one-touch call

1 Pick up the handset, or press SPEAKERPHONE.
2 Press the selected ONE-TOUCH DIALING button (1 to 3).
The programmed number appears in the display.
If the number is over twelve-digit, only the last twelve digits appear.

Memory Dialing 2 (Speed Dialing)



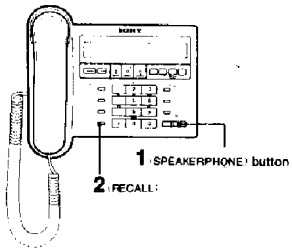
You can program up to 10 numbers into the dialing keys (0 to 9) of the unit.

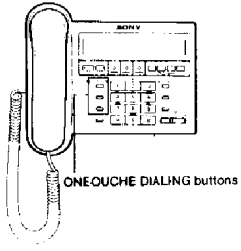
Programming numbers

The number programmed in the 0 key also serves as the number used in message transfer (see page 25).

1 Make sure the handset is in the cradle.
2 Press PGM.
3 Press RECALL.
4 Press the desired dialing key (0 to 9).
5 Dial the phone number you wish to program (up to 32 digits for 0, up to 20 digits for 1 to 9).
6 Press PGM.

To continue programming, repeat the steps 1 to 5.
You can program up to 10 different numbers.





To make a call using speed dialing

1 Pick up the handset, or press SPEAKERPHONE.
2 Press RECALL.
3 Press the dialing key for desired phone number.

Confirming phone numbers programmed into one-touch and speed dialing buttons

1 Press one of the ONE-TOUCH DIALING buttons (1, 2 or 3), or press speed dialing keys (0 to 9) after pressing RECALL.

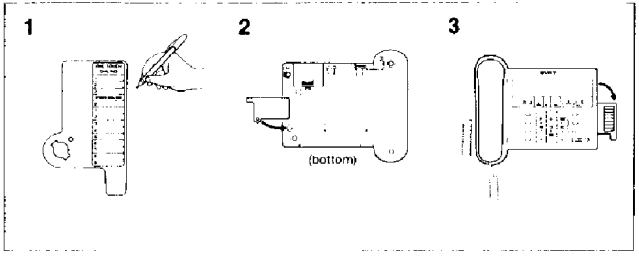
The programmed number appears in the display.
If no number is programmed, you will hear "No number."

Notes

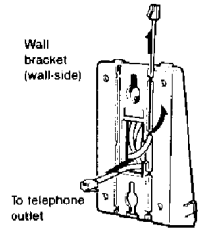
- You can program each one-touch dialing button and the dialing keys to dial a telephone number of up to 20 digits. If you enter a tone or pause, they will be counted as one digit.
  A number exceeding 20 digits will not be programmed.
- Do not let more than 20 seconds elapse between any two steps of the programming procedure.
- Use REDIAL/PAUSE button to program an automatic 4-second pause.

To keep a directory of what you programmed

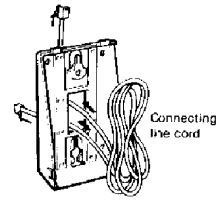
1 Write down the name of the person or place whose number you programmed on the supplied directory.
2 Attach the directory on the bottom of the unit.
3 Pull out the directory.



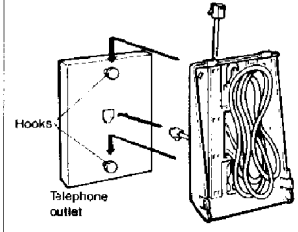
1



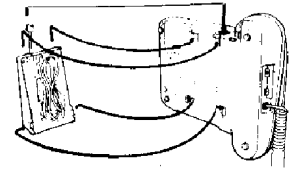
2 **Coil the connecting line cord inside the wall bracket.**



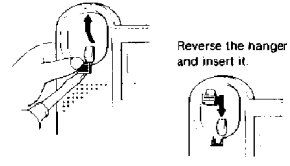
3 **Hook the bracket to the telephone outlet.**



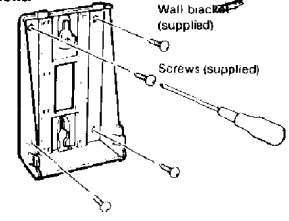
4 **Align the installation hooks with the slots on the wall bracket. Insert telephone in the bracket and push down.**



5 **Raise the hanger for the handset to remove.**



In step 3, if you cannot hook the bracket, attach it directly to the wall. Use the supplied screws.



Power Source

- Operate the unit only on 12 V DC. Use the supplied AC adaptor to connect the unit to a wall electrical outlet.
- Plug the unit into a wall outlet which has a continuous power supply. Avoid outlets where power may be cut off.

AC power adaptor

- Do not unnaturally bend or crimp the connection cord, or place heavy objects on top of it. Damage to the cord may result in fire or electric shock.
- Do no use cut or damaged connection cords.
- When removing the AC adaptor from the outlet, pull the adaptor plug itself. DO NOT pull the cord.
- Do not install the phone in a location near a heat source such as radiators or airducts, or in a place subject to direct sunlight, excessive dust, moisture, rain, mechanical vibration, or shock.
- Do not place the phone on or near a TV set or a personal computer to avoid interference.
- Should any liquid or solid object fall into the phone, unplug the phone and have it checked by qualified personnel before operating the phone any further.
- This telephone is designed and approved for single party lines only. It should not be connected to multiple lines or a coin telephone.

If you have any question or problem concerning your telephone that is not covered in this manual, please consult the nearest Sony Service Station authorized to service telephone terminal equipment.

Cleaning the Casing

Clean the casing with a soft cloth slightly moistened with water or a mild detergent solution. DO NOT use solvents such as alcohol, benzine, or thinner, as they may mar the finish.

Batteries

Incorrect battery usage may lead to leakage of battery fluid or bursting of batteries. To prevent such accidents, observe the following precautions:

- Install the + and − poles of the batteries corectly.
- When installing batteries, do not mix new and used batteries, or batteries of different types.
- Do not try to recharge batteries.
- When you will not be using the telephone for a long period of time, remove the batteires. If a battery leak should develop, carefully and thoroughly wipe away battery fluid from the battery compartment.

INFORMATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation, if this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— reorient the receiving antenna
— relocate the equipment with respect to the receiver
— move the equipment away from the receiver
— plug the equipment into a different outlet so that equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No.004-000-00345-4.

SERVICE REQUIREMENTS

If your IT-A4000 model should malfunction, all repairs will be performed by an authorized Sony Service Station. This unit has been registered within the FCC for direct connection to the telephone network. Under the FCC program, no customer is authorized ot repair this unit. This applies to a unit in and out of warranty. If an unauthorized repair is performed, the registration of the unit for direct connection to the network will be null and void. If the unit is still in warranty, the remainder of the warranty period will also be null and void.
It is the responsibility of users requiring service to report the need for service to their Sony dealer.

IMPORTANT INSTRUCTIONS TO USERS

Your IT-A4000 has been approved by the Federal Communications Commission (FCC) as not being harmful to the telephone network when connected directly to the telephone lines. In order to fully comply with the Rules of the FCC, the following instructions should be read carefully and followed completely where applicable:

1 The FCC rules require that all direct connection to the telephone lines must be made through standard plugs and jacks. No connection can be made to party lines or coin lines. Prior to connecting your device to the lines:

a) Upon request from your telephone company, you must provide the 14 digit FCC Registration Number and Ringer Equivalence Number, both of which are on a label located on an outer surface of the device.

b) After the telephone company has installed the jack, you can connect your IT-A4000 by inserting the mating plug of your equipment into this jack.

c) All repairs must be accomplished as described in the "Service requirements".

d) The REN is useful to determine the quantity of devices you may connect to your telephone line and still have all of those devices ring when your number is called. In most, but not all areas, the sum of the RENs of all devices should not exceed five (5.0). To be certain of the number of devices you may connect to your line, as determined by the REN, you should call your local telephone company to determine the maximum REN for your calling area.

2 If it appears that your IT-A4000 is malfunctioning, it should be disconnected from the telephone line until it can be determined whether your IT-A4000 is the source of the trouble or not. If your machine needs repair, it should not be reconnected until such repairs have been made.

3 If harm does occur, the telephone company shall, where practicable, notify you, the customer, that temporary discontinuance of service may be required; however, where prior notice is not practical, the telephone company may temporarily discontinue service forthwith, if such action is reasonable in circumstances. In case of such temporary discontinuance, the telephone company shall (1) promptly notify you, the customer, of such temporary discontinuance (2) afford you, the customer, the opportunity to correct the situation which gave rise to the temporary discontinuance, and (3) inform you, the customer, of your right to bring a complaint to the Commission pursuant to the procedures set forth in the Rules. Procedures for filing the complaints can be obtained from your local dealer, or if necessary, by writing directly to the manufacturer.

Power consumption	Approx. 5.4W (max.) Approx. 4W (in ANSWER mode)
Outgoing message Incoming message Memo message Conversation in progress	Recorded in incorporated IC, up to 16 minutes
Power source	9V DC (via supplied AC power adaptor AC-T36)
Dial signal	Tone, pulse (10/20) selectable
Dimensions	Approx. 235 × 214.5 × 66.2 mm (w/h/d) (Approx. 9⅜ × 8½ × 2⅝ inches)
Weight	Approx. 950 g (including attachments) (Approx. 2lb 1.2oz)
Supplied accessories	Connecting line cord (1) AC power adaptor (1) Wall bracket and screws (1 set) Directory (1) Operating instructions (1)

Design and specifications subject to change without notice.

See pages in ● for reference.

Telephone Answering Machine

Trouble	Causes and remedy
You cannot record OGM properly.	• Are you recording with your mouth close enough to the microphone? Make sure the distance is about 20 cm (8 inches). • If the LINE lamp is lit, hang up or press the SPEAKER-PHONE button to turn it off.
There was a phone call, but no message was recorded.	• Make sure the AC power adaptor and the connecting cord are firmly connected. ● • The memory might have been erased because of power interruption. Program OGMs, the ID code and the memory dialing numbers again.
The unit stops recording before the caller finished his message.	• The REC TIME switch is set to 1 (or 4) and caller's message is longer than 1 (or 4) minute(s). ● • The caller's voice level was too low. • The CPC switch is set to ON although your line is equipped with "call-waiting" service. ●
The unit doesn't accept the ID code even when you enter the code correctly.	• You did not enter the ID cord quick enough. Do not leave more than 2 seconds between pressing the keys. • Did you call from a pushbutton (tone-type) phone? Remote control works only from pushbuttor phones. • Press # twice, or more, to stop the OGM. Then enter your ID code. ●
Nothing sounds from the speaker.	• Check the SPEAKER VOLUME control. ●
DEL indicator flashes and no operation is possible.	• Wait until the unit complete the delete process and the display reappears. There is no problem.

Telephone

Trouble	Cases and remedy
There is no dial tone.	The connection cord may not be securely plugged into the TEL LINE jack. Check the connection. ●
You are connected to the wrong number, or not connected at all, even though you dialed correctly.	Make sure the DIAL MODE setting corresponds to your telephone line service. ●
The redialing function does not operate.	Make sure the number you intended to call was really the last number you dialed.
The memory dialing function does not operate.	• Make sure a phone number is programmed for the ONE-TOUCH DIALING button or speed dialing key you pressed. • If the "12:00 AM" display is flashing, the memory might have been erased because of power interruption. You need to program OGMs, the ID code and the one-touch dialing number again.

Others

"b" appears in the display.	The battery power is weak. Replace with new batteries.